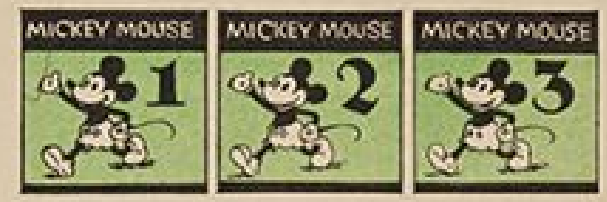
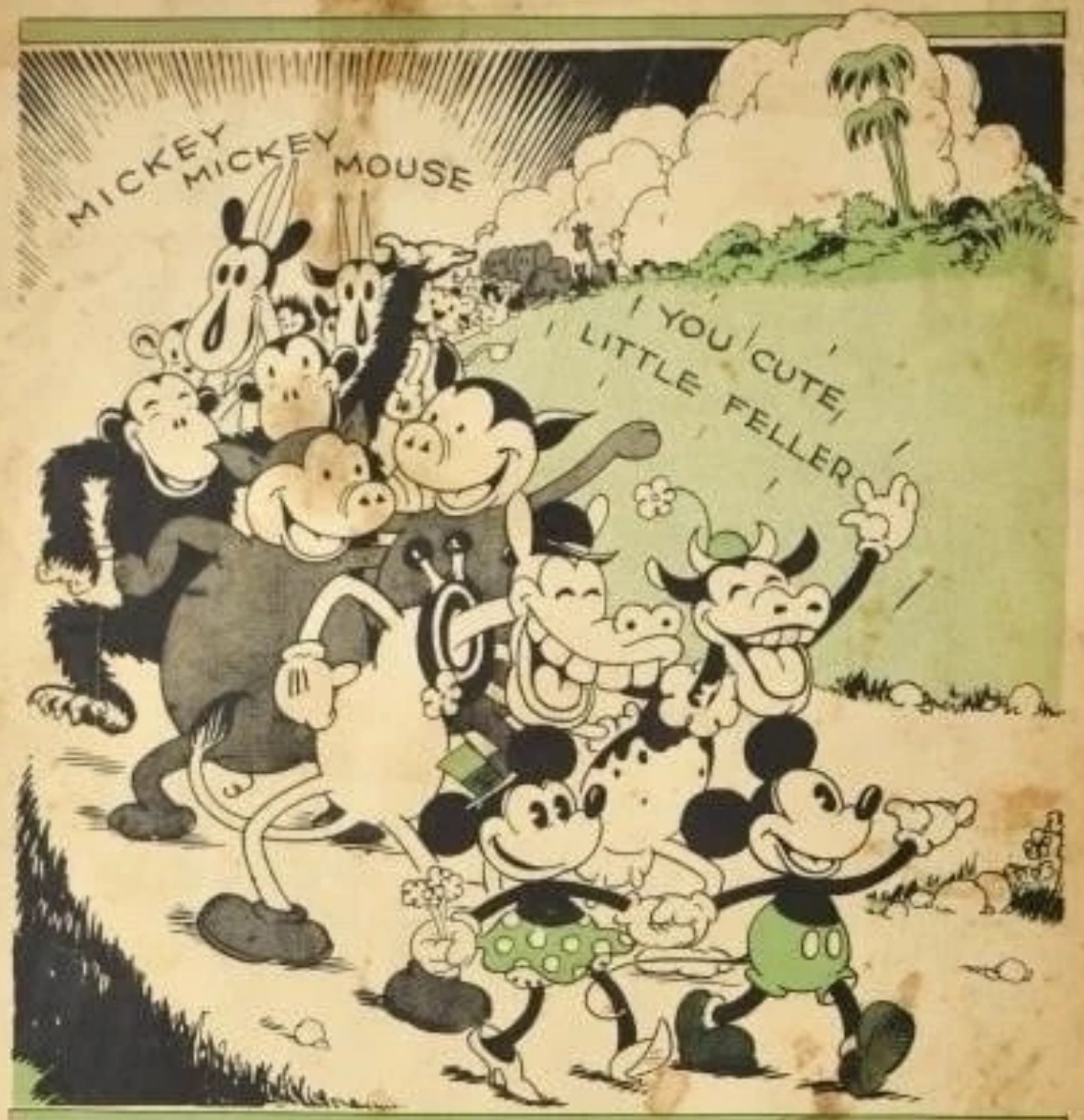
MICKEY MOUSE PAWNS

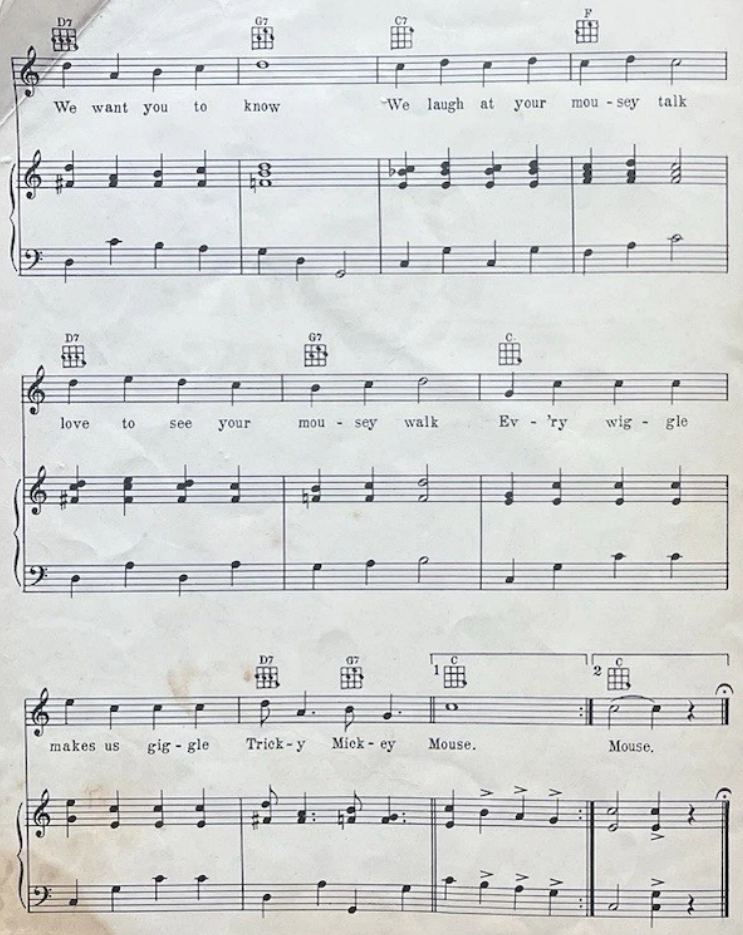
READ DIRECTIONS ON PAGE SIX
THEN CUT OUT WITH A PAIR OF SCISSORS
EACH SQUARE SEPARATELY–

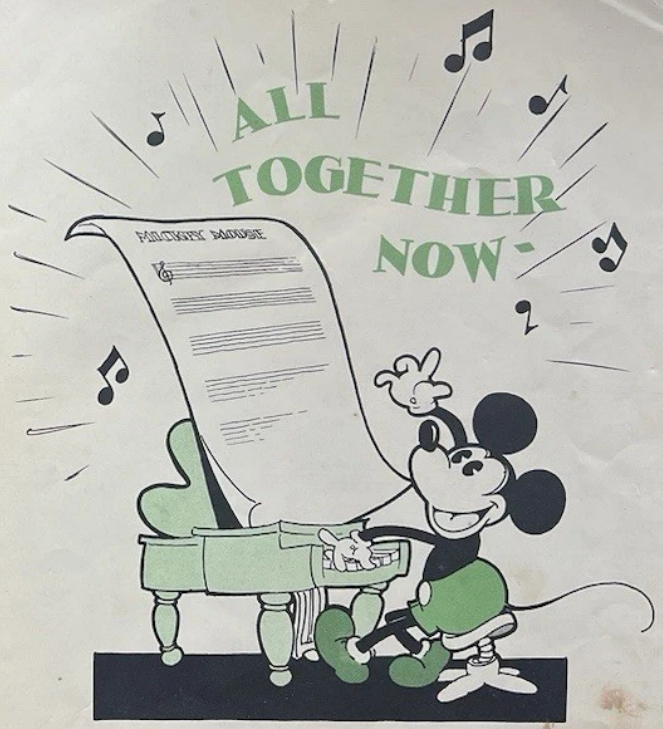
YOU START THE FUN AND MOVE UP 1	A LADY CALLED LOU SAYS "MOVE UP" 2	HOW GLAD YOU'LL BE TO MOVE UP 3	DON'T MOVE UP MORE JUST MOVE UP 4	SAKE'S ALIVE YOU MOVE UP 5	YOU MADE A GOOD PICK FOR YOU MOVE 6
DON'T MOVE ELEVEN JUST MOVE UP 7	DON'T HESITATE TO MOVE UP 8	HOT CROSS BUN YOU MOVE UP 1	THIS MEANS THAT YOU MAY MOVE UP 2	CAREFULLY YOU GO UP 3	HURRAH! HURRAH! YOU MOVE UP 4
BUSY AS A BEE-HIVE YOU MOVE UP 5	PICK UP STICKS AND MOVE UP 6	AGAIN IT'S HEAVEN TO MOVE UP 7	OUT LOUD YOU STATE I MOVE UP 8	JUST WALK DON'T RUN IT'S ONLY 1	THE COW SAYS "MOO" IT MEANS MOVE 2
BE GLAD AS CAN BE FOR YOU'RE MOVING 3	THIS LETS YOU MOVE FOUR NO MORE JUST 4	CLOSER YOU ARRIVE WHEN YOU DRAW 5	DON'T GET MIXED WHEN YOU MOVE 6	YOU'RE NEARER HEAVEN WHEN YOU MOVE 7	YOU'LL THINK IT'S GREAT WHEN YOU PICK CARD 8




MICKEY MICKEY MOUSE
YOU CUTE LITTLE FELLER

CREAK!
CREAK
WHO GOES THERE?
NOBODY!


D7 G7 C7 F
We want you to know We laugh at your mou - sey talk
D7 G7 C
love to see your mou - sey walk Ev - 'ry wig - gle
D7 G7 1 C 2 C
makes us gig - gle Trick - y Mick - ey Mouse. Mouse.


ALL TOGETHER NOW -
MILKTOAST MOUSE

MICKEY MOUSE

(You Cute Little Feller)

Chord notations over Ukulele diagrams are for guidance of Guitar players.

Tune Uke
G C E A

Uke arr. by
Merle T. Kendrick

By IRVING BIBO

Moderato

f

C G7 C

You're a hit what a hit at the mo - vie shows

mf

G7 C

Ev - 'ry - one 'neath the sun loves you good - ness knows

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D7 G D7 G D7 G D7 G

To all child-ren near and far You're the fav - or - ite mov - ie star

CHORUS C G7

Mick - ey Mouse Mick - ey Mouse We all love you

C G7 C

so Mick - ey Mouse Mick - ey Mouse

At a party after playing the Mickey Mouse game, the winner, if he is a boy, is Mickey Mouse and he chooses a partner to march with him, who, of course, is a girl, and she is Minnie Mouse. If a girl wins the game, she is Minnie Mouse and she chooses a boy, who is Mickey Mouse, and who leads the march with her. Have somebody, either a child or one of your parents, learn the Mickey Mouse March, which follows in this book, and when they start to play the piano, form in twos and march around the room. You must try to learn the words of this song and sing it as you march. Ask the piano player to tell you where the mouse squeal comes in, and whenever he plays it on the piano, squeal like little Mickey Mouse, and laugh and have a lot of fun. This march, if you are at a party, should lead you to the ice-cream and cake, but even if there is no party, you can have a lot of fun marching around the room, or out in the yard, singing and squealing like little Mickey Mouse.

If any of you little ones have ideas of your own, arrange this march to suit yourselves, and use any little tricks or pleasant ideas that will give you fun.

CUT HERE

MICKEY MOUSE PAWNS

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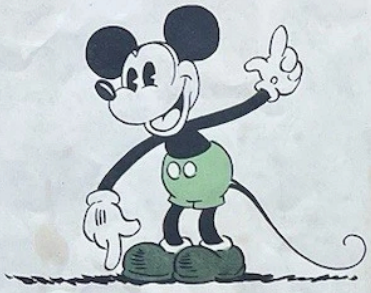


DIRECTIONS FOR PLAYING MICKEY MOUSE

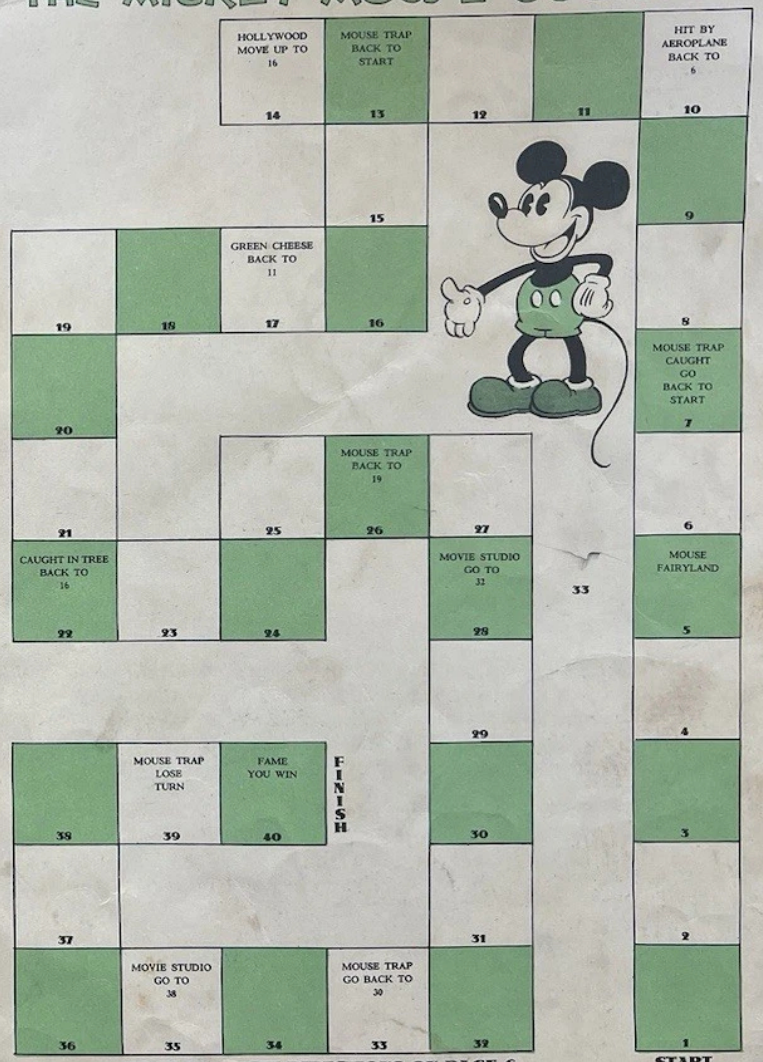
The game on Page 7 may be played by either two or three children. In order to play this game, you must cut out the numbers and the Mickey Mouse figures, 1, 2 and 3 on Page 9 These should be cut out with the scissors, and done carefully, for you use each number and each Mickey Mouse card separately. If it is easier to first tear Page 9 out and then use your scissors, do so, but let's see how nicely and evenly you can cut out these little pawns. As you cut out these things, keep the numbers and the Mickey Mouse cards separately.

Now, children, turn the three Mickey Mouse cards, number 1, 2 and 3 upside down and mix them up. Then draw for your Mickey Mouse. The one who gets number 1, starts first, number 2 starts second and number 3 starts third. In case only two play, the one who gets the lower Mickey Mouse card starts first. Now you turn all your number squares upside down, and mix them up. The one who holds the starting mouse picks the first number and moves. Then so on, number 2 and number 3 pick and play. When the number cards are almost used up, turn them all face downward and mix them up again.

If there are more than three children in the party, the winner of the first group will play another child or two other children and so on until everybody has a chance at the game. Where there are prizes, the winner gets the first prize, and so on. It is not necessary to give you a lot of instructions as to how to go on, for practice will make you perfect and the game itself is very clearly marked.

Now, there is just one more thing. If you are on square number 38 and you pick a card which says move five, this should bring you to square number 43, but as there are only 40 squares in the game, as long as your number card takes you to number 40 or past number 40, which is the finish, you win.

THE MICKEY MOUSE JOURNEY



TO PLAY—SEE DIRECTIONS ON PAGE 6

"But first of all, we shall have to get you another name. Come, sit up here on the desk. What did you do when you first came to my house?"

"I ate old green cheese," said the mouse promptly.

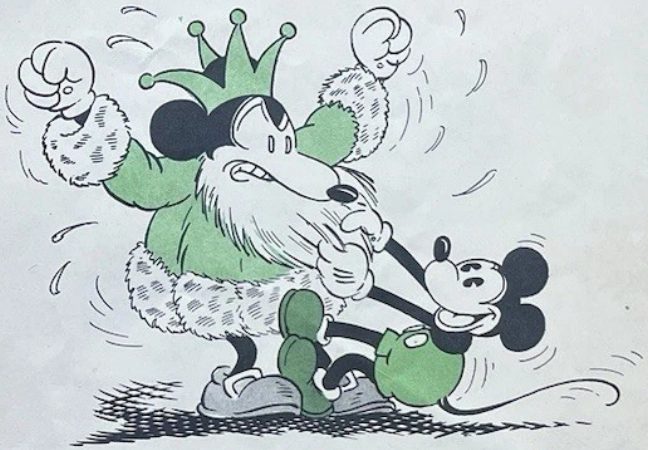
"Now, let me see; green is the color of Ireland," said Mr. Disney, musingly. "Green, Irish, Mickey! I have it! Mickey Mouse shall be your name!"

And so this gentleman worked out an idea for little Mickey Mouse and several weeks later, Mickey found himself over at the studio, doing his tricks in front of directors, writers and camera-men. They decided to try him out. After a few comedies, the children began to want to see more of Mickey Mouse, and so he became a big star. Mr. Disney adopted him, and now he never eats any kind of cheese but that which is imported from Switzerland, and laughs when he thinks of that old green cheese he once ate. He also laughs with joy when he thinks of the luck it gave him; finding Mr. Disney and becoming a movie star. He has a little green roadster with his initials on it, M.M.D., Mickey Mouse Disney. Sometimes he takes his sweetheart, Minnie, out for a ride in it.

It's really a thrill to see Mickey and Minnie drive up to all the big picture openings in Hollywood. Sometimes Mickey walks into the theatre with Clara Bow or Mary Pickford, and Minnie is escorted by Buddy Rogers or other handsome movie stars. The people cheer when they see Mickey and his sweetheart, Minnie, and Oh! you should hear their little mouse squeaks of delight.

Mickey has a specially built cubby-hole in Mr. Disney's bedroom, but when he gets tired of his little cubby-hole, and Mr. Disney is asleep, he slips quietly out, and sneaks up on the foot of Mr. Disney's bed, where he snuggles down in the covers, and peacefully dreams.

THE END



UP in mouse fairyland, there was a big commotion. The mouse King was talking with the Prime Minister.

"Out he goes," said the King.

"Out who goes?" said the Prime Minister.

"Mouse number thirteen. The one who is always playing tricks and cutting capers."

The King summoned a page, and told him to bring mouse number thirteen to him. In a few minutes he was brought before the mouse King.

"I am very sorry, number thirteen, but you will have to leave Mouse Fairyland, because your pranks are too much for us."

All the time the King had been saying this, the mouse had been moving up closer and closer to the throne. Just as the King finished, number thirteen pulled the King's lower right whisker, the tenderest one in the King's beard.

"Ow!" roared the King. "Throw him out!"

The Prime Minister pushed the magic button and before number thirteen could say "Boo," out through the palace window he went, and he flew so fast it took his breath away, and after going hundreds and hundreds of miles, suddenly his body bumped against an airplane.

"Whew!" said he. "That was a close shave!"

He started to fall faster and faster, down and down, until all of a sudden, his

tail caugnt on the branch of a tree. He tried to get loose. To his surprise, the branch gave way, and he landed on a roof in Hollywood, California.

"Well, I might as well make the best of things. Let's see what's at the bottom of this chimney."

He slid down the inside of the chimney, and landed on a couple of logs. There at the bottom was a room. He started to explore for food. In back of a chair, there was a bag. As he was naturally an inquisitive little mouse, he wanted to see what was in the bag. He gnawed his way through and discovered a piece of old cheese, green with age. But number thirteen was so hungry that he broke off a piece and started to nibble at it. His spirits rose again, and he danced around the room. He did not notice the door open. A man stood in the doorway, watching the mouse's antics. He took his tail in his mouth and turned a somersault. He turned cart-wheels, stood on his head, and danced. Suddenly he turned around. He saw the man and started to run.

"Wait," said the gentleman, "Wait!"

Number thirteen looked at him and moved up a little closer.

"Who are you?" the little mouse asked.

"I am Walt Disney."

"Never heard of you."

"And who are you?" said Mr. Disney.

"I am mouse number thirteen. At least, that was my name in Mouse Fairyland."

"Tell me about yourself," said the gentleman.

So the mouse told him about his life. When he finished, Mr. Disney said:

"You give me an idea for a series of comedies. I have an idea that I can make you a picture star."

"Yeah?" said number thirteen.

HELLO EVERYBODY

DRAWINGS
BY
WALT DISNEY STUDIOS

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AGE 11 YEARS

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BEN

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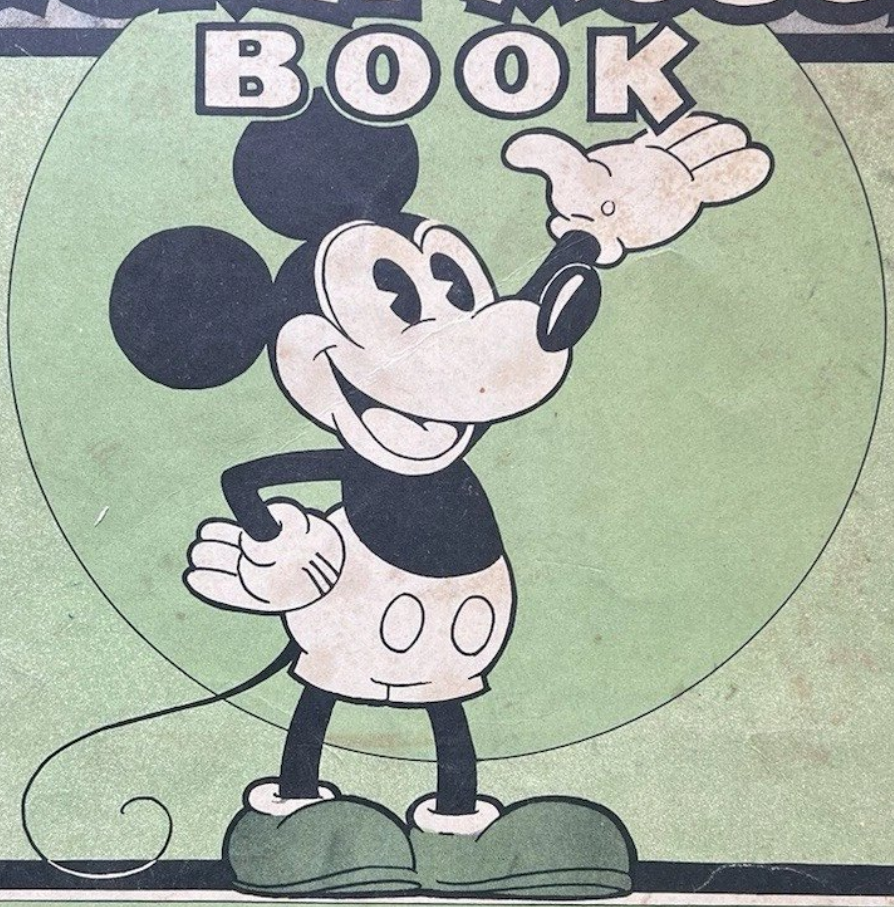

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